

Other Mechanics:

Wizards Open Book: Wizards have access to all spells in their spell book.

Over-Exert: Take exhaustion to use an ability with no charges left.

Deflect/Sustain: Deflect reduces damage; Sustain increases damage of specific types.

Improved AC: If an attack just hits your AC, you have resistance to that attack

Martial	Simple
<ul style="list-style-type: none"> <input type="checkbox"/> Battleaxe: Slash, Lacerate, Crippling Strike <input type="checkbox"/> Flail: Tenacity, Slash <input type="checkbox"/> Glaive: Brace, Lacerate, Rush Attack <input type="checkbox"/> Greataxe: Slash, Lacerate, Prepare <input type="checkbox"/> Greatsword: Pommel Strike, Lacerate, Slash <input type="checkbox"/> Halberd: Rush Attack, Lacerate, Slash <input type="checkbox"/> Lance: Brace, Concussive Smash <input type="checkbox"/> Longsword: Pommel Strike, Lacerate, Rush Attack <input type="checkbox"/> Maul: Back Breaker, Concussive Smash, Tenacity <input type="checkbox"/> Morningstar: Heartstopper, Concussive Smash, Tenacity <input type="checkbox"/> Pike: Brace, Rush Attack, Piercing Strike <input type="checkbox"/> Rapier: Flourish, Piercing Strike, Weakening Strike <input type="checkbox"/> Scimitar: Flourish, Lacerate <input type="checkbox"/> Shortsword: Flourish, Piercing Strike <input type="checkbox"/> Trident: Rush Attack, Piercing Strike, Crippling Strike <input type="checkbox"/> War Pick: Crippling Strike, Piercing Strike, Weakening Strike <input type="checkbox"/> Warhammer: Back Breaker, Concussive Smash, Weakening Strike <input type="checkbox"/> Whip: Flourish, Lacerate 	<ul style="list-style-type: none"> <input type="checkbox"/> Club: Concussive Smash <input type="checkbox"/> Dagger: Piercing Strike <input type="checkbox"/> Greatclub: Tenacity, Concussive Smash <input type="checkbox"/> Handaxe: Lacerate <input type="checkbox"/> Javelin: Piercing Strike <input type="checkbox"/> Light Hammer: Concussive Smash <input type="checkbox"/> Mace Concussive: Smash <input type="checkbox"/> Quarterstaff: Trip <input type="checkbox"/> Sickle: Lacerate <input type="checkbox"/> Spear: Rush Attack
<hr/> <ul style="list-style-type: none"> <input type="checkbox"/> Blowgun: Weakening Strike <input type="checkbox"/> Hand Crossbow: Piercing Shot, Mobile Shot <input type="checkbox"/> Heavy Crossbow: Piercing Shot, Brace <input type="checkbox"/> Longbow: Hamstring Shot, Braced 	<hr/> <ul style="list-style-type: none"> <input type="checkbox"/> Light Crossbow: Piercing Strike <input type="checkbox"/> Dart: Flourish <input type="checkbox"/> Shortbow: Hamstring Shot <input type="checkbox"/> Sling: Concussive Smash

Firearms

- Musket:** Heart Stopper, Piercing Shot
- Pistol:** Heart Stopper, Pommel Strike
- Palm Pistol:** Heart Stopper, Flourish
- Blunderbuss:** Heart Stopper, Tenacity
- Badnews:** Heart Stopper, Back Breaker, Prepare
- Hand Mortar:** Heart Stopper, Lacerate
- Pepperbox:** Heart Stopper, Brace

Special Attacks:

- Special attacks can be used once per turn
- Have a number of uses = to your proficiency mod (recharge at end of combat)
- DC: (8 + Prof mod + mod used for the attack)

On a Hit:

- Back Breaker:** Roll an extra damage dice and target makes a STR saving throw. *Failed save: Knocked Prone. Successful save: not Prone.*
- Crippling Strike:** Target makes a CON saving throw. *Failed save: Crippled until its next turn. Successful save: not Crippled.*
- Concussive Smash:** Target makes a CON saving throw. *Failed save: Dazed until its next turn. Successful save: not Dazed.*
- Flourish:** Target makes a DEX saving throw. *Failed save: Knocked Off Balance until its next turn. Successful save: not Off Balance.*
- Hamstring Shot:** Target loses 10 movement speed.
- Heart Stopper:** Target makes a CON saving throw. *Failed save: Chest Trauma until its next turn. Successful save: no Chest Trauma.*
- Lacerate:** Target makes a CON saving throw. *Failed save: Takes bleed damage equal to your weapon attack. Successful save: Half bleed damage.*
- Piercing Shot:** Target makes a CON saving throw. *Failed save: Gaping Wound until its next turn. Successful save: no Gaping Wound.*
- Piercing Strike:** Target makes a CON saving throw. *Failed save: Gaping Wound until its next turn. Successful save: no Gaping Wound.*
- Trip:** Target makes a DEX saving throw. *Failed save: Knocked Prone. Successful save: not Prone.*
- Weakening Strike:** Target makes a STR saving throw. *Failed save: Weak Grip until its next turn. Successful save: no Weak Grip.*

Bonus Actions:

- Brace:** Gain advantage on damage rolls till your next turn by sacrificing half your movement speed..
- Prepare:** Sacrifice all movement speed. Your weapon attacks deal 1 additional damage dice till your next turn.
- Pommel Strike:** STR attack with proficiency dealing 1d4 + STR modifier. Target makes a CON saving throw. *Failed save: Dazed. Successful save: not Dazed.*
- Mobile Shot:** When you Dash, make a bonus action attack with this weapon.

Other:

- Slash:** Replacing one of your attack actions you may choose up to three targets. Roll an attack roll and apply it to all three targets.
- Tenacity:** If you miss, you can instead choose to hit as a free action with your weapon dealing your Proficiency Bonus in damage of that weapons type.
- Rush Attack:** If you move 15 ft in a straight line, on a hit force the target to make a DEX saving throw. *Failed save: Off Balance until its next turn. Successful save: not Off Balance*

Weapon Conditions

Chest Trauma: Disadvantage on CON saving throws and if the creature has a Multiattack feature they lose that till the end of their next turn. This cannot affect undead or constructs.

Crippled: Movement reduced to 0 and the creature had disadvantage in DEX saving throws.

Dazed: Disadvantage on WIS saving throws, cannot take reactions, and loses any bonus to its AC from its DEX modifier.

Gaping Wound: Target takes additional damage from attacks equal to half your Proficiency bonus rounded up.

Off Balance: Disadvantage on STR and DEX checks; attacks against this creature had advantage.

Weak Grip: Disadvantage on attack rolls and STR saving throws.

Ember Hearts

- All effects last until the beginning of your next turn
- DC: (8 + Proficicncy mod + CON mod)
- EH attack: (Proficicecy mod + CON mod)

Replace an Attack

Summon: Sacrifice 3 Hit Dice to make your target(s) make a DEX Saving Throw. They take 3d4 Fire damage on a fail, half on a save. You can use more Hit Dice, up to your proficiency modifier, to add more damage.

Range: 15-foot Cone, 30-foot Line, or 10-foot Diameter within 30 feet.

Strike: Sacrifice 3 Hit Dice to make an EH attack. If it hits, deal 3d4 Radiant damage. You can use more Hit Dice, up to your proficiency modifier, to add more damage.

Range: 30ft/60ft

Bonus Action

Evoke: Sacrifice 1 Hit Die to deal an extra 1d4 Fire damage on every damage roll.

Embolden: Sacrifice 1 Hit Die to give yourself or another creature 1d4 Temporary Hit Points.

Enhance: Sacrifice 2 Hit Dice to add an additional 1d4 to your Attack rolls.

Imbue 1: Sacrifice 1 Hit Die to change all your damage to Fire damage.

Imbue 2: Sacrifice 2 Hit Dice to change all your damage to Radiant damage.

Reaction

Protect: When hit by an attack or a saving throw that deals either Fire or Radiant damage. Sacrifice 4 Hit Dice to gain Deflect to that damage type, equal to your level.

Action

Inflict: Sacrificing 5 Hit Die force your target to make a saving throw (DEX for Fire, CON for Radiant). On a fail, the target gains Sustain equal to your level against that damage type

Damage Types & Saving Throws			
Damage Type 1	Save	Damage Type 2	Save
Cold	Con	Force	Str
Lightning	Dex	Thunder	Con
Acid	Dex	Necrotic	Con
Fire	Dex	Radiant	Con
Poison	Con	Psychic	Int

Improved Cantrips

A short list of cantrips that have been upgraded in a recent patch.

ACID SPLASH

Evocation Cantrip (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create an acidic bubble and hurl it at a point within range, where it explodes in a 5-foot-radius sphere. Each creature in that sphere must succeed on a Dexterity saving throw or take 1d6 Acid damage.

Cantrip Upgrade: This spell's damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

BLADE WARD

Abjuration Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Reaction, which you take in response to a visible creature targeting you with a melee attack

Range: Self

Components: V, S

Duration: Instantaneous

You trace a sigil of warding, imposing Disadvantage on the creature's attack roll against you.

CHILL TOUCH

Necromancy Cantrip (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

You channel the chill of the grave toward one creature you try to touch. Make a melee spell attack against the target. On a hit, the target takes 1d10 Necrotic damage, and it can't regain Hit Points until the end of your next turn.

Cantrip Upgrade: This spell's damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

FRIENDS

Enchantment Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 10 feet

Components: S, M (some makeup)

Duration: Concentration, up to 1 minute

You magically emanate a sense of friendship toward one visible creature within range. The target must succeed on a Wisdom saving throw or have the Charmed condition for the duration. The target succeeds automatically if it isn't a Humanoid, if you're fighting it, or if you have cast this spell on it within the past 24 hours. The spell ends early if the target takes damage or if you make an attack roll, deal damage, or force anyone to make a saving throw.

POISON SPRAY

Necromancy Cantrip (Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You launch a mist of toxic energy at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d12 Poison damage.

Cantrip Upgrade: This spell's damage increases by 1d12 when you reach levels 5 (2d12), 11 (3d12), and 17 (4d12).

PRODUCE FLAME

Conjuration Cantrip (Druid)

Casting Time: Bonus Action

Range: Self

Components: V, S

Duration: 10 minutes

A flickering flame appears in your hand and remains there for the duration. While there, the flame emits no heat and ignites nothing, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The spell ends if you dismiss it as a Bonus Action or if you cast it again.

Until the spell ends, you can take a Magic action to hurl fire at a creature or an object within 60 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

Cantrip Upgrade: This spell's damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

SHILLELAGH

Transmutation Cantrip (Druid)

Casting Time: Bonus Action

Range: Touch

Components: V, S, M (mistletoe, a shamrock leaf, and a Club or Quarterstaff)

Duration: 1 minute

A Club or Quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. If the attack deals damage, it can be Force damage or the weapon's normal damage type (your choice).

The spell ends early if you cast it again or if you let go of the weapon.

Cantrip Upgrade: The weapon's damage die changes when you reach levels 5 (d10), 11 (d12), and 17 (2d6).

SHOCKING GRASP

Evocation Cantrip (Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. On a hit, the target takes 1d8 Lightning damage, and it can't make Opportunity Attacks until the start of its next turn.

Cantrip Upgrade: This spell's damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

SPARE THE DYING

Necromancy Cantrip (Cleric, Druid)

Casting Time: Action

Range: 15 feet

Components: V, S

Duration: Instantaneous

Choose a creature within range that has 0 Hit Points yet is alive. The creature becomes Stable.

Cantrip Upgrade: The spell's range doubles when you reach levels 5 (30 feet), 11 (60 feet), and 17 (120 feet).

TRUE STRIKE

Divination Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: S, M (a weapon with which you have proficiency)

Duration: Instantaneous

Guided by a flash of magical insight, you make one attack with the weapon used in the spell's casting. The attack uses your spellcasting ability for the attack and damage rolls instead of using Strength or Dexterity. If the attack deals damage, it can be Radiant damage or the weapon's normal damage type (your choice).

Cantrip Upgrade: Whether you choose to deal Radiant damage or the weapon's normal damage type, the attack deals extra Radiant damage when you reach levels 5 (1d6), 11 (2d6), and 17 (3d6).